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In the Claims

Applicant respectfully requests entry of the following amendments to the claims. Applicant has submitted a new complete claim set showing marked up claims with insertions indicated by underlining and deletions indicated by strikeouts and/or double bracketing.

Please cancel claim 14 without prejudice or disclaimer.

Please amend pending claims 1-13 and 15-20 as noted below.

1. (Currently amended) In a computer-readable medium, [[interfaced]] software objects of a social dilemma virtual world environment for evaluating an interactive online society of plural participants, the software objects comprising:

one or more [[interfaced]] social dilemma exercise objects that, when executed on a computer, implement [[for implementing]] a social dilemma exercise between the participants and logs social factors and interface factors that can be evaluated to determine a level of success of the social dilemma exercise; and

[[an interfaced]] one or more computer-based communication [[object]] objects that, when executed on a computer, selectively provide [[for selectively providing]] computer-based communication between participants in the social dilemma exercise.

2. (Currently amended) The software objects of claim 1 in which the one or more [[interfaced]] social dilemma exercise objects are distributed between computer readable media associated with a server computer and computer readable media associated with a plurality of [[plural]] client computers operated by corresponding ones of the participants.

3. (Currently amended) The software objects of claim 2 further comprising [[interfaced]] user interface objects at the client computers in communication with the one or more [[interfaced]] social dilemma exercise objects to provide corresponding [[outputs]] user interfaces at the client computers.

4. (Currently Amended) The software objects of claim 2, wherein the user interface object enable a different user interface to be provided for each client

~~computer. 1 in which the one or more social dilemma exercise objects implement a Prisoner's Dilemma exercise.~~

5. (Currently amended) The software objects of claim 1 in which the ~~[[interfaced]]~~ one or more computer-based communication ~~[[object]]~~ objects are configured to selectively provide ~~[[selectively provides]]~~ synchronous text chat computer-based communication between the participants.

6. (Currently amended) The software objects of claim 1, the one or more computer-based communication objects further configured to monitor and log ~~[[including on a computer readable media associated with a server computer a social dilemma exercise log file that records]]~~ social dilemma exercise interactions between the participants.

7. (Currently amended) The software objects of claim 6 in which the social dilemma exercise interactions further comprise social factors and interface factors ~~log file records computer-based communications between the participants.~~

8. (Currently amended) A method of evaluating online interactive communications, comprising:

selecting a first set of social factors ~~[[factor objects]]~~ and interface factors ~~factor objects for conducting the in a distributed~~ social dilemma exercise;

selecting a second set of social factors ~~[[factor objects]]~~ and interface factors ~~factor objects for conducting in the social distributed social~~ dilemma exercise, at least one of the factors ~~[[objects]]~~ in the first and second sets being different;

conducting for plural participants, at least one social dilemma exercise ~~[[exercises according to]]~~ utilizing the first and second set of factors ~~[[objects]]~~; and

logging results of the social dilemma exercise so that the effect of the existence of the different factors can be evaluated.

9. (Currently amended) The method of claim 8 wherein the social factors include at least one of the following social factors: synchronous text chat; asynchronous text chat; verbal communication; audio communication; video communication; historical information; social information; background information. ~~in which the social factor objects selectively provide computer-based communication between the participants.~~

10. (Currently amended) The method of claim 8 wherein the interface factors further comprise format, style and/or layout of a computer-based interactive environment. ~~9 in which the computer-based communication may selectively include at least one of text-based communication and audio communication.~~

11. (Currently amended) The method of claim 8 wherein the logged results can be evaluated to determine the effects of the social factors and the interface factors on a degree of online cooperation between the participants. ~~in which the interface factor objects provide control over a layout and style with which the social dilemma exercises are conducted.~~

12. (Currently amended) The method of claim 8 further comprising altering at least one social or interface factor in either the first set of factors or the second set of factors and logging subsequent results of the social dilemma exercise so that the effect of the alteration can be evaluated. ~~in which the social dilemma exercise is a Prisoner's Dilemma exercise.~~

13. (Currently amended) The method of claim 8 in which the social factors ~~[[factor objects]]~~ and the interface factors ~~[[factor objects]]~~ are related to client computers representing the participants, wherein the social dilemma exercise is initiated from a server computer that communicates with the client computers. ~~are distributed between computer readable media associated with a server computer and plural client computers operated by corresponding ones of the participants.~~

14. (Canceled) The method of claim 13 ~~further comprising user interface objects at the client computers in communication with the social factor objects and interface factor objects to provide corresponding outputs at the client computers.~~

15. (Currently amended) ~~In a computer-readable medium, an~~ An online interactive communications evaluation system, comprising:

one or more social factor objects stored on one or more computer-readable media that, when executed, provide social factors of an online social dilemma exercise to multiple participants;

one or more interface factor objects stored on one or more computer-readable media that, when executed, provide interface factors of the online social dilemma exercise to multiple participants;

~~a first set of social factor objects and interface factor objects in for conducting a social dilemma exercise;~~

~~a second set of social factor objects and interface factor objects for conducting the social dilemma exercise, at least one of the objects in the first and second sets being different;~~

means for providing communication between the online participants;  
~~conducting social dilemma exercises for plural participants according to the first and second sets of objects; and~~

means for monitoring inter-participant communications; and  
an evaluation object configured to correlate results of the social dilemma  
exercise with the inter-participant communication. ~~an exercise results log object for~~  
~~logging results of the social dilemma exercises.~~

16. (Currently amended) The system of claim 15 in which the social factor objects comprise the means for providing the ~~[[selectively provide computer-based]]~~ communication between the participants.

17. (Currently amended) The system of claim 16 in which the social factor objects selectively provide ~~[[computer-based]]~~ the inter-participant communication between the participants.

18. (Currently amended) The system of claim 15 in which the interface factor objects are further configured to provide control over a layout and style in  
which the social dilemma exercise is presented to the participants. ~~with which the~~  
~~social dilemma exercises are conducted.~~

19. (Currently amended) The system of claim 18 in which the interface  
factor objects are configurable to provide different presentations of the social  
dilemma exercise to the participants. ~~is a Prisoner's Dilemma exercise.~~

20. (Currently amended) The system of claim 15 in which the social factor objects and interface factor objects are distributed between computer readable media associated with a server computer and computer readable media associated with plural client computers operated by corresponding ones of the participants.

21. (Original) The system of claim 20 further comprising user interface objects at the client computers in communication with the social factor objects and interface factor objects to provide corresponding outputs at the client computers.